AAKASH JHAWAR

EDUCATIONAL QUALIFICATIONS

| Year | Degree | Institute/School | CGPA / % |
|-----------|----------------------------|--|----------|
| 2016-2020 | B. Tech (Electronics & | The LNM Institute of Information Technology, | 7.49 |
| | Communication Engineering) | Jaipur | |
| 2016 | Senior Secondary (XII) | Eden International School, Bhilwara | 84.8% |
| 2014 | Secondary (X) | St. Anselm's Sr. Sec. School, Bhilwara | 8.8 |

WORK EXPERIENCE

Machine Learning Intern - IDfy, Mumbai

(May'19-July'19)

IDfy builds products for person identification, authentication and fraud detection

- Developed in-house OCR using Transfer Learning and increased revenue of the product by 70%
- Built Aadhaar Number Masking Service with an accuracy of 98.76% and a TAT of 1.04 sec
- Implemented RabbitMQ message queues, created and maintained Docker containers on GCP clusters
- Won the first prize in a 36hours internal Hackathon

Web Developer Intern - IDfy, Mumbai

(May'18-July'18)

- Increased email deliverability rate by implementing Gmail API
- Revamped usage of Google Maps Static API in web app and reduced cost
- Implemented and integrated MailCatcher to test sending email

KEY PROJECTS

Face Recognition (Mar'19–Apr'19)

Technologies Used: Python, OpenCV, Keras, Tensorflow

- Extracted face embeddings for each face in the dataset using pre-trained OpenFace model
- Trained a Neural Network on the face embeddings to recognize faces with an accuracy of 90%

Fotoxo - A Photo Storing App

(Feb'19-Mar'19)

Technologies Used: Ruby on Rails, PostgreSQL, AWS S3, Sendgrid, Heroku

- Implemented Sendgrid for sending account verification emails
- Used Stripe for receiving card payments from users and AWS S3 Bucket for storing images in production

Hand Gesture Recognition

(Feb'19-Mar'19)

Technologies Used: Python, OpenCV

- Extracted and segmented hand region from live video by thresholding
- Count the number of fingers from the segmented hand region by using Convex Hull

TalkCube - A Group Chat Web App

(Jan'19-Feb'19)

Technologies Used: Ruby on Rails, PostgreSQL

- Achieved real-time messaging by implementing WebSockets with Action Cable
- Uses Devise gem for authentication and Semantic UI framework for front-end development

Sudoku Solver using OpenCV

(Nov'18-Dec'18)

Technologies Used: Python, OpenCV, Keras, Tensorflow

- Extracted sudoku from an image by cropping and warping the largest contour detected in the image
- Trained a Neural Network over 60,000 images to identify each digit and store it in a 2D matrix
- Final solution of sudoku is calculated using Backtracking Algorithm

POSITIONS OF RESPONSIBILITY

Lead Graphic Designer – TEDxLNMIIT

(Oct'17-Jan'18)

• Led a team of designers to design layouts and graphics for the events and social media platform

Organizing Committee - Desportivos'18 (Annual Sports Fest of LNMIIT)

(Aug'17-Jan'18)

Responsible for the setup and execution of social media events and managed the social media account

COURSES

Machine Learning A-Z (Udemy), Deep Learning A-Z (Udemy), CNN for Visual Recognition (CS231n Stanford), Machine Learning (Andrew Ng), Deep Learning Specialisation (Andrew Ng), RoR Developer Course (Udemy), React (Udemy)

SKILLS

- Programming Skills: Python, Ruby, Golang, C, SQL, MATLAB
- Other Skills: Docker, RabbitMQ, OMNeT++, Git, Heroku, Adobe Illustrator

LINKS

- LinkedIn: linkedin.com/in/aakashjhawar
- GitHub: github.com/aakashjhawar

- Github Page: aakashjhawar.github.io
- Medium Blogs: medium.com/@aakashjhawar